WE CLAIM:

1.   A method of managing the loading by patrons of multiple attractions in an entertainment environment wherein different patrons are permitted access to the attraction on at least two bases, firstly. a first-in first-out basis, and secondly, on a priority basis established by a prior allocation f a space to the attraction comprising:

      a.   developing a hierarchy for patrons using the priority basis;

      b.   permitting different patrons in the hierarchy access to a first attraction;

      c.   permitting a request for an allocation of a space on the first attraction including the steps of:

            i.   receiving an input from a remote location, input being communicated to a central computer for regulating the load of the first attraction;

            ii.   allocating available return times in relation to a level of a patron in the hierarchy;

            iii.   permitting receiving of a response remotely about available return times for the first attraction; and

            iv.   permitting the patrons to effect a choice of a selected available return time; and

      d.   employing an operation to provide patrons in the hierarchy access to the first attraction.

2.   A method as claimed in claim 1 wherein the hierarchy is determined on the basis of those remotely located from the environment when making a priority request and those located at the environment making the priority request.

3.   A method as claimed in claim 1 wherein the hierarchy is determined on the basis of those remotely located from the environment when making a priority request, those resident in a facility associated with the environment when making the request, and those located at the environment making the priority request.

4.   A method as claimed in claim 1 wherein multiple priority requests are permitting to selected patrons, the multiple requests being for different attractions in the environment.

5.   A method as claimed in claim 2 wherein multiple priority requests are permitting to selected patrons, the multiple requests being for different attractions in the environment.

6.   A method as claimed in claim 3 wherein multiple priority requests are permitting to selected patrons, the multiple requests being for different attractions in the environment.

7.   A method as claimed in claim 1 wherein multiple priority requests are permitting to selected patrons, the multiple requests being for different patrons in a selected group being at least one of the levels of the hierarchy of patrons.

8.   A method as claimed in claim 2 wherein multiple priority requests are permitting to selected patrons, the multiple requests being for different patrons in a selected group being at least one of the levels of the hierarchy of patrons.

9.   A method as claimed in claim 3 wherein multiple priority requests are permitting to selected patrons, the multiple requests being for different patrons in a selected group being at least one of the levels of the hierarchy of patrons.

10.   A system of managing the loading by patrons of multiple attractions in an entertainment environment wherein different patrons are permitted access to the attraction on at least two bases, firstly. a first-in first-out basis, and secondly, on a priority basis established by a prior allocation f a space to the attraction comprising:

      a.   a hierarchy structure for patrons using the priority basis;

      b.   the structure providing access for different patrons in the hierarchy to a first attraction;

    c.   a receiver for a request for an allocation of a space on the first attraction including:

    i.   an input for receiving a signal from a remote location, input being communicated to a central computer for regulating the load of the first attraction;

    ii.   a table for allocating available return times in relation to a level of a patron in the hierarchy;

    iii.   a receiver for receiving of a response remotely about available return times for the first attraction; and

    iv.   a selection device for permitting the patrons to effect a choice of a selected available return time; and

    d.   means to provide patrons in the hierarchy access to the first attraction.

11.   A system as claimed in claim 10 including a receiver for multiple priority requests to selected patrons, the multiple requests being for different attractions in the environment.

12.   A system as claimed in claim 10 including a receiver for multiple priority requests to selected patrons, the multiple requests being for different patrons in a selected group being at least one of the levels of the hierarchy of patrons.

13.   A method as claimed in claim 1 wherein the priority is redeemed through a selected essentially automatic procedure, such procedure being the reading of one of a RF identification, reading of a magnetic code or barcode allocated to the patron.

14.   A method as claimed in claim 1 wherein the priority is redeemed at a time of entry into the environment or the attraction in the environment.

15.   A method as claimed in claim 1 including a computing process to determine the mix ratio of numbers of accesses granted to the priority access and non-

priority access, and feeding back redemptions of the priority accesses such that near real time updates of availability for further granting of accesses may be computed.

16.   A method as claimed in claim 1 including the ability to permit at least one of the exchange or return of previously assigned priority access, and whereby such exchange permits for updating the computation of a load of the attraction.

17.   A method as claimed in claim 1 wherein a nonuse of a priority assignment is factored into a computation of loading.